

APPENDIX H

BATTLE DRILL**Section I. INTRODUCTION****H-1. GENERAL**

Battle drill is a critical action to be taken in combat in response to an emergency situation. The battlefield requires platoons to move so that they can get the most out of their APC's fire-power, speed, and protection. The precision and ease with which APC's move in response to orders or changing situations attest to the platoon's training level and fighting readiness. Battle drills are preplanned, and they stress changes information and movement in response to changes in the tactical situation. Battle drill is a critical action to be taken in combat in response to an emergency situation.

Battle drills teach team leaders to respond to commands rapidly and by force of habit, without detailed instructions. By order or signal, each APC moves at once to assume a specified position within the platoon formation. Every TL and driver must be skilled in battle drill so that they always know their vehicle's position relative to a base vehicle without further word from the platoon leader.

The platoon leader commands and controls his platoon by using standing operating procedures rather than detailed instructions. This prevents confusion and frees leaders to concentrate on locating and engaging the enemy.

H-2. BATTLE DRILL TRAINING

When conducting battle drill training, one thought should be kept in mind: Start with easy-to-do tasks and work progressively up to the complicated, more difficult ones. Classroom work on the blackboard and practice in wheeled vehicles are good ways to start. Drivers and squad leaders can practice dismounted on a parade field if necessary.

Battle drill practice in APCs should begin on the easiest-to-use terrain available — open and relatively flat — and progress to wooded areas where command and control are more difficult.

As the platoon begins to master basic battle drills, the platoon leader can vary his battle drill program. The platoon leader can integrate training in such subjects as communications, air defense, occupation of a battle position, and march security.

Battle drill training never ends. Practice goes on as long as the platoon is in the field. The platoon goal is to move and react quickly, instinctively, and effectively under all conditions.

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Section II. BATTLE DRILL EXAMPLES

H-3. GENERAL

This section illustrates standard mechanized battle drill: dismount the APC; mount the APC; change mechanized mounted formation; react to direct fire; react to indirect fire; execute action right, left, or rear; and establish security at a temporary halt.

The illustrations in this section are only graphical examples and should not be taken as the only way to execute a mechanized battle drill. For example: Dismount the APC shows the dismount team arrayed near the vehicle and in a linear fashion; in combat the dismount team may move away from the vehicle and seek cover, as dictated by the terrain.

H-4. EXAMPLES

DRILL TITLE: Dismount the APC.

TASK: Squad dismounts left or right.

CONDITION: The squad is moving as part of a platoon to make contact with the enemy. Visibility is good.

STANDARD: The dismount team immediately exits the vehicle to the left or right and orients to the front of the vehicle.

INITIATING CUE: The squad leader directs the dismount team to dismount left or right.

PERFORMANCE REMINDERS:

The squad leader alerts the dismount team.

The driver looks for a covered and concealed position.

The gunner uses the caliber .50 machine gun to suppress the enemy.

The vehicle is halted in the best available covered and concealed position.

The dismount team dismounts in the following order: (For H-series TOE, see appendix A.)

a. No. 5, 9, 8, 6, 1, 7, 4, (dismount right).

b. No. 9, 8, 6, 5, 1, 7, 4, (dismount left).

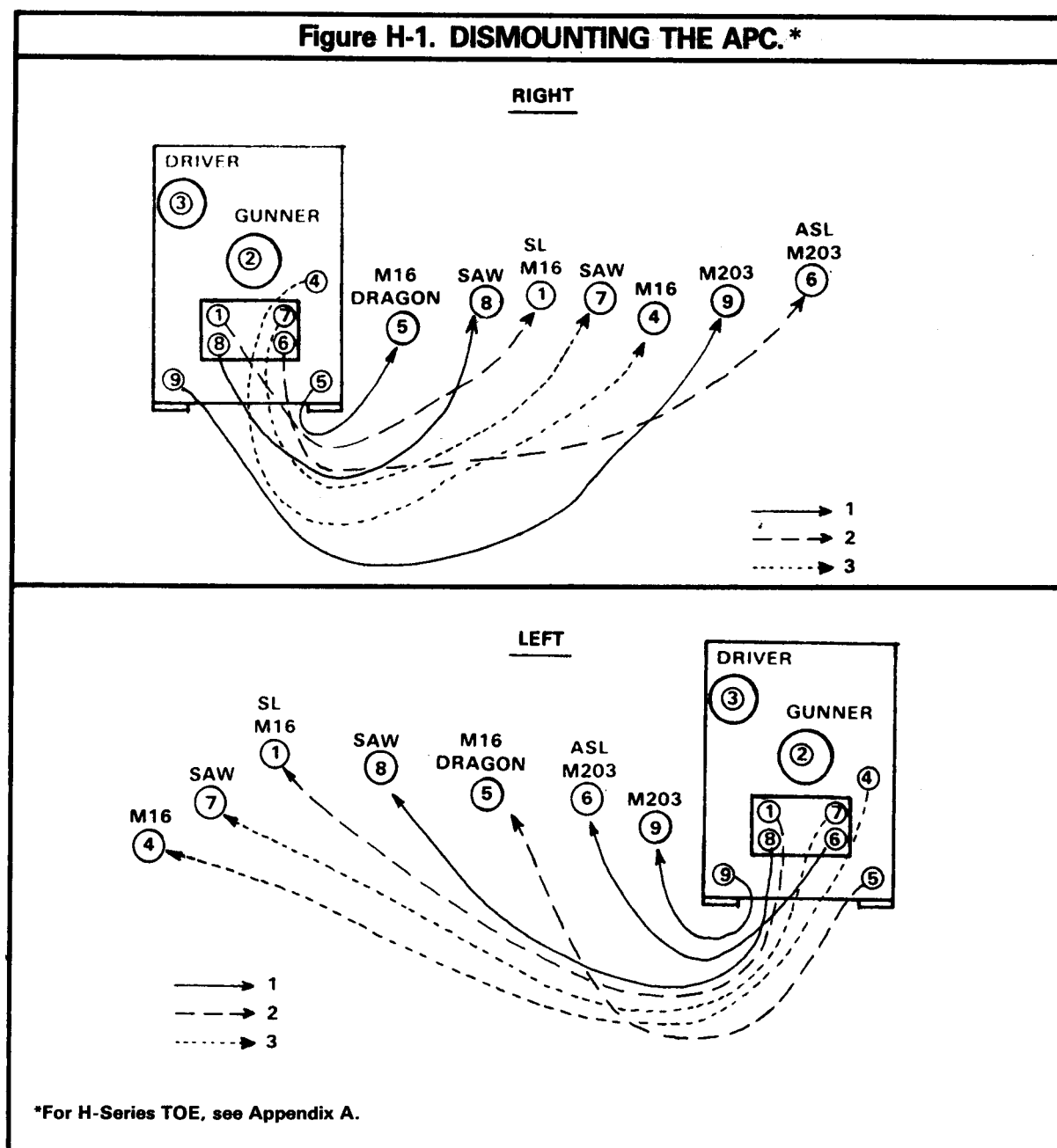
As the dismount team dismounts, the members orient to the front of the vehicle, which should be facing toward the enemy.

NOTE: The dismount battle drill terminates when the last man exits the vehicle and orients to the front. The battle drill does not necessarily require the exact dismount sequence shown. The dismount team may not “layout” as depicted but may dismount and move out in a specific direction.

COUNTERTASK: OPFOR engages the APC with antiarmor fires.

CONDITION: OPFOR is in a covered/concealed fighting position and is armed with ATGM systems.

STANDARD: OPFOR suppresses the squad.

Figure H-1. DISMOUNTING THE APC.*

DRILL TITLE: Mount the APC.

TASK: Dismount team mounts the vehicle.

CONDITION: The squad is occupying a defensive position as part of a platoon. Visibility is good. Squad's position has become untenable.

STANDARD: The dismount team mounts the vehicle.

INITIATING CUE: The squad leader or dismount team leader orders the dismount team to mount the vehicle.

PERFORMANCE REMINDERS:

Squad leader or dismount team leader gives warning or signal to prepare to mount.

Squad leader or dismount team leader gives the order to mount.

Soldiers should remount by number in the following order **No. 4, 7, 1, 6, 8, 5, 9.** (For H-series TOE, see appendix A.)

First soldier to mount, cover remaining dismounted team.

Gunner uses the caliber .50 machine gun to suppress the enemy.

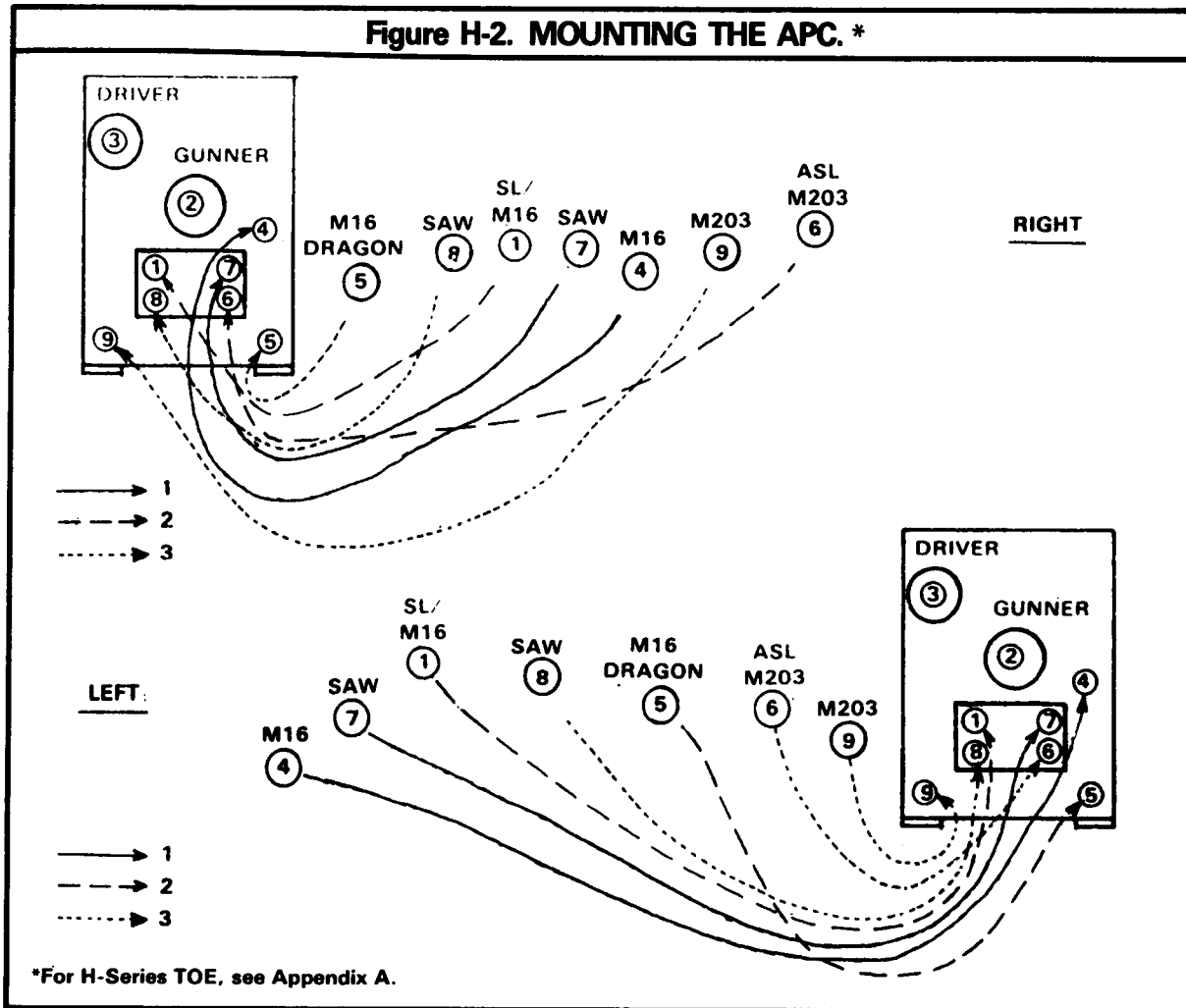
Squad leader indicates direction of travel for move out.

COUNTERTASK: OPFOR detects the squad occupying a defensive position. OPFOR closes with and destroys enemy.

CONDITION: OPFOR is conducting an attack.

STANDARD: OPFOR destroys the squad.

Figure H-2. MOUNTING THE APC. *



DRILL TITLE: Change mechanized mounted formation.

TASK: Change formation while moving mounted.

CONDITION: The platoon is moving mounted to make contact. Visibility is good.

STANDARD: The platoon changes from any one of five formations to any other as directed.

INITIATING CUE: The platoon leader uses arm-and-hand signals, flag signals, or radio to designate desired formation.

PERFORMANCE REMINDERS:

The platoon changes formation without delay.

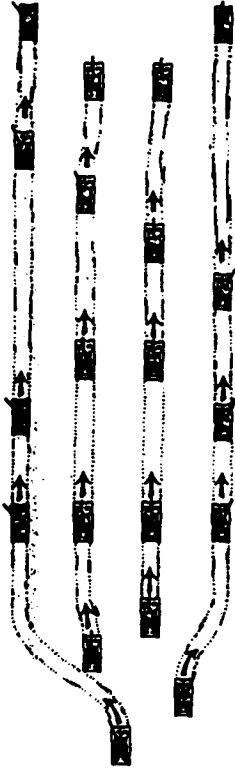

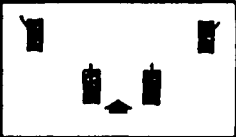

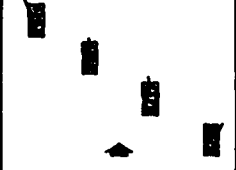





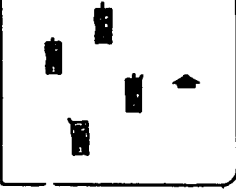
The caliber .50 machine guns are oriented toward likely enemy positions/assigned sectors.

COUNTERTASK: Not OPFOR dependent.

CONDITION: Not OPFOR dependent.

SIANDARD: Not OPFOR dependent.

Figure H-5. MOVING OUT OF IMPACT AREA.

THE PLATOON LEADER CHANGES FORMATIONS BY GIVING THE APPROPRIATE ARM AND HAND SIGNALS.	COMMAND	ARM AND HAND SIGNALS	FORMATIONS
	V		
	ECHELON RIGHT (LEFT)		
	WEDGE		
	LINE		
	COLUMN		

DRILL TITLE: React to direct fire.

TASK: The squad or platoon reacts to direct fire.

CONDITION: The unit is moving to make contact with the enemy. Visibility is good.

STANDARD: The unit returns fire, moves to nearest cover, and reports.

INITIATING CUE: The squad or platoon observes the signature of a weapon or detects rounds impacting against or nearby the vehicle.

PERFORMANCE REMINDERS:

Return fire.

Seek cover.

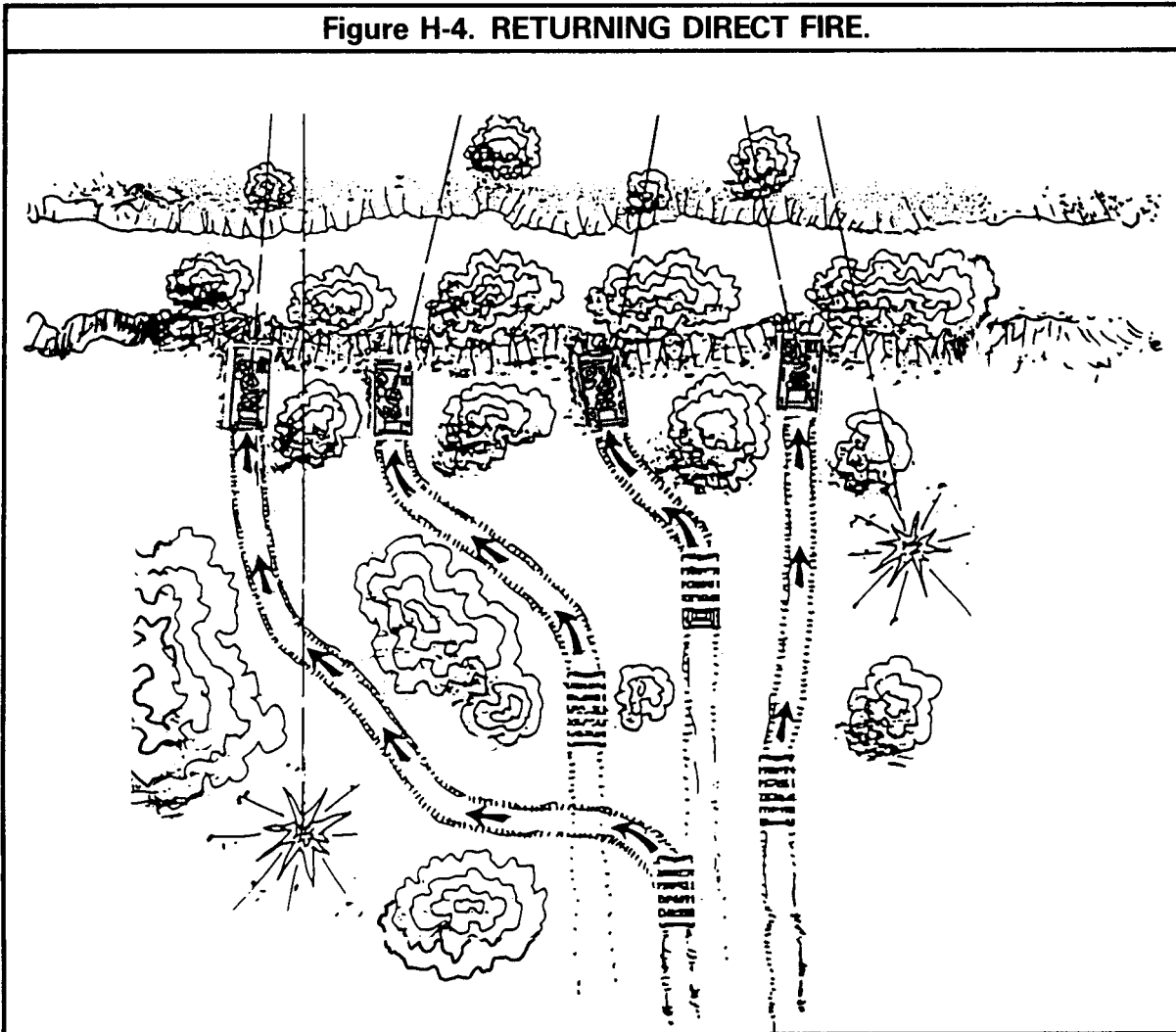
Report to next higher headquarters.

COUNTERTASK: OPFOR engages elements of the unit.

CONDITION: OPFOR is in a covered, concealed fighting position and is armed with direct fire weapons.

STANDARD: OPFOR suppresses the squad or platoon.

Figure H-4. RETURNING DIRECT FIRE.



DRILL TITLE: React to indirect fire.

TASK: The squad or platoon reacts to indirect fire or explosions.

CONDITION: The unit is moving to make contact with the enemy. Visibility is good.

STANDARD: The unit moves out of the impact area.

INITIATING CUE: The squad or platoon hears or sees rounds impacting.

PERFORMANCE REMINDERS:

All soldiers immediately don protective masks.

Close all open hatches.

The squad moves out of the impact area.

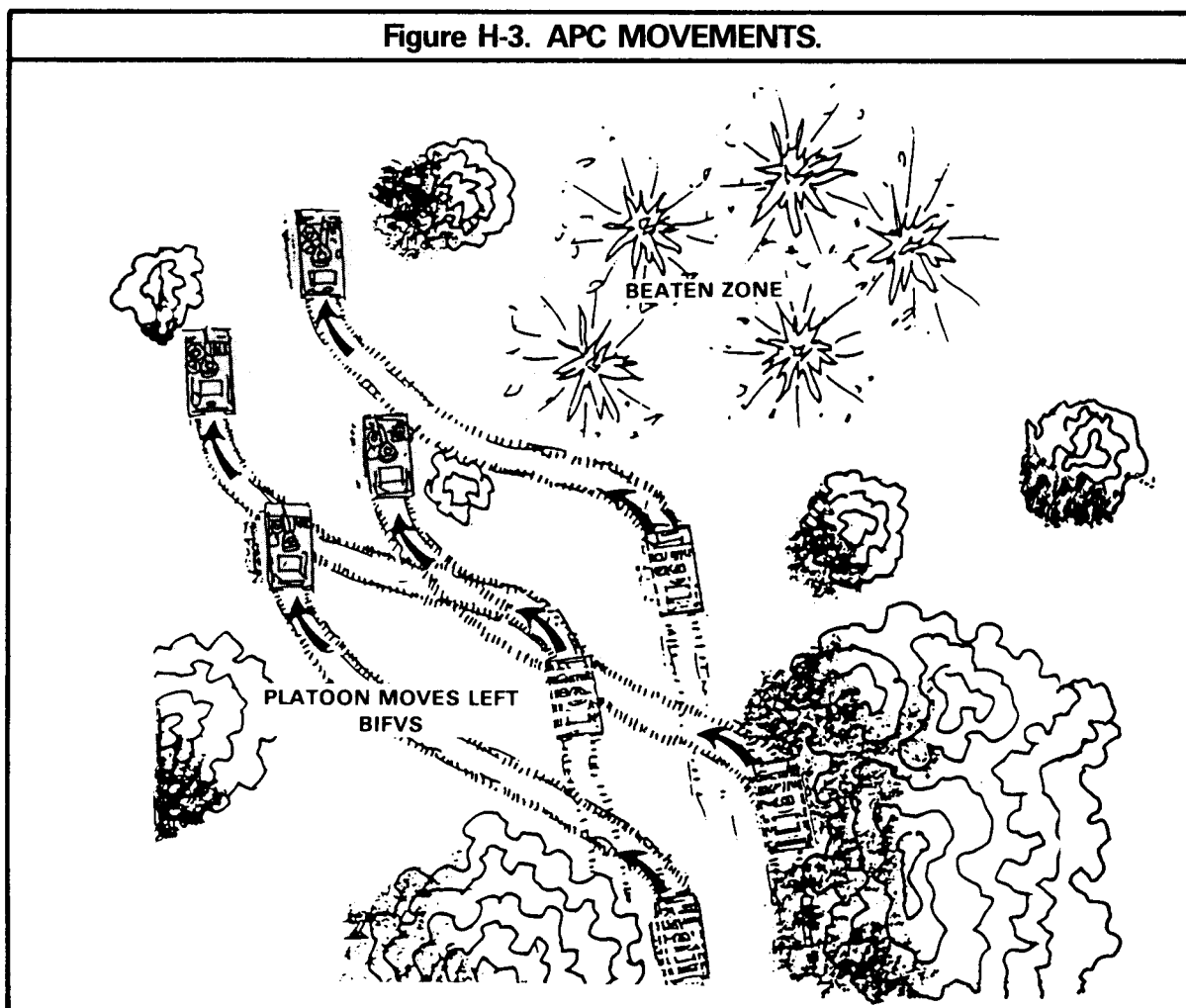
If the beaten zone is recognized, the platoon avoids it by moving in an appropriate direction.

COUNTERTASK: OPFOR calls for indirect fire on the unit's position.

CONDITION: OPFOR is defending.

STANDARD: OPFOR locates and calls for fire on the unit before it can move out of the impact area.

Figure H-3. APC MOVEMENTS.



DRILL TITLE: Execute action right, left, or rear.

TASK: Execute action right, left, or rear turning movement.

CONDITION: The platoon is using the traveling or traveling overwatch technique. Threat is spotted before he can initiate fire.

STANDARD: The platoon changes direction without delay

INITIATING CUE: Platoon leader's signal.

PERFORMANCE REMINDERS:

The platoon leader signals action right, left, or rear.

Each vehicle immediately executes a flanking turn to direction indicated.

Vehicles seek a hull-down firing position.

All caliber .50 machine guns are oriented toward the Threat.

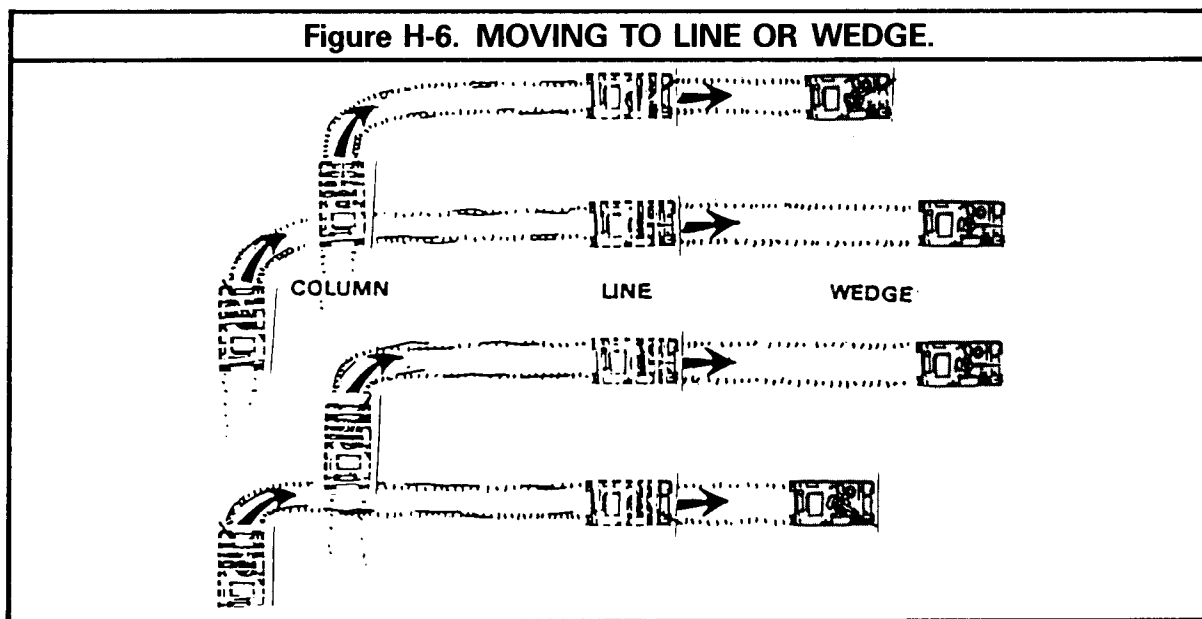
Dismounts as necessary.

COUNTERTASK: OPFOR detects the unit's movement.

CONDITION: OPFOR is defending.

STANDARD: OPFOR locates and reports the unit before being observed and reported.

Figure H-6. MOVING TO LINE OR WEDGE.



DRILL TITLE: Establish security at a temporary halt.

TASK: Establish security during a short halt.

CONDITION: The platoon is moving mounted using traveling or traveling overwatch technique.

STANDARD: The platoon maintains 360-degree security while halted.

INITIATING CUE: The platoon automatically herringbones whenever lead vehicle halts.
NOTE: The platoon leader may give an arm-and-hand signal if he knows he is going to stop.

PERFORMANCE REMINDERS:

The platoon vehicles stop in a herringbone formation as a minimum.

The platoon leader may direct vehicles to disperse according to terrain, and find any available covered and concealed positions.

The squads maintain the same areas of responsibility for observation and fire as they had during the march.

The squad leader may order all or part of the dismount team to dismount.

The squad leader directs which weapons to dismount.

COUNTERTASK: Not OPFOR dependent.

CONDITION: Not OPFOR dependent.

STANDARD: Not OPFOR dependent.

Figure H-7. TEMPORARY HALT POSITIONS.

